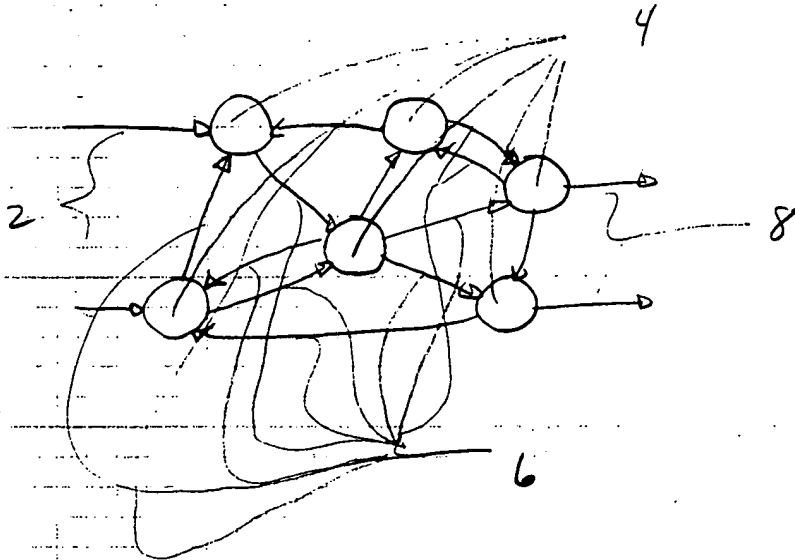
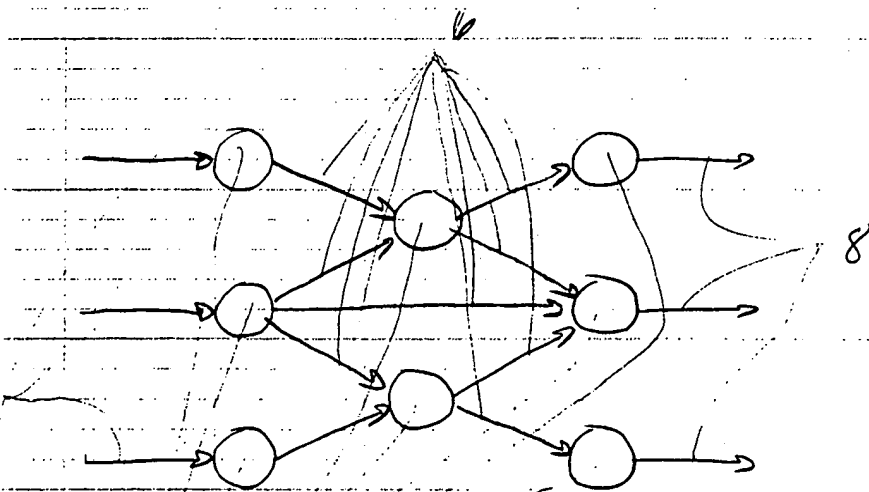


PATENT SKETCH FORM

Attorney RDB



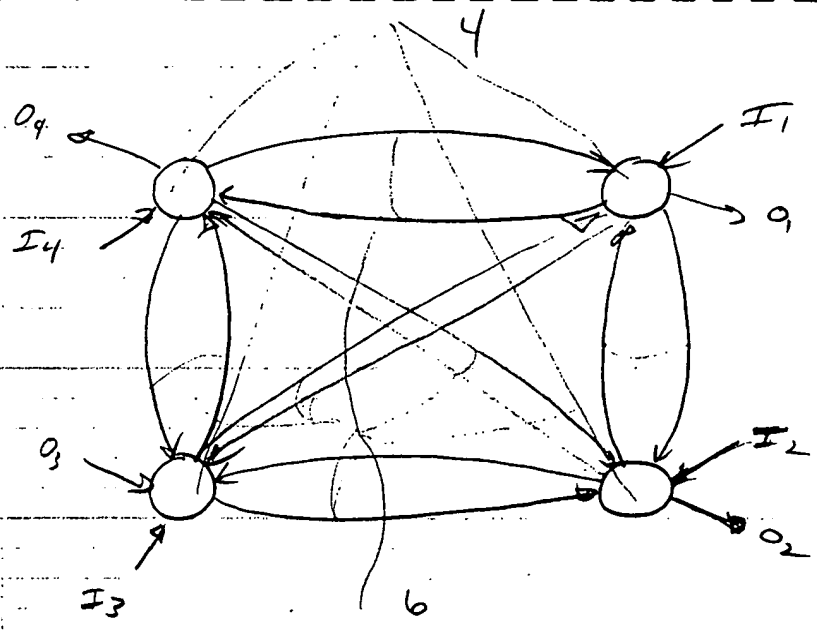
PRIOR ART
FIGURE 1



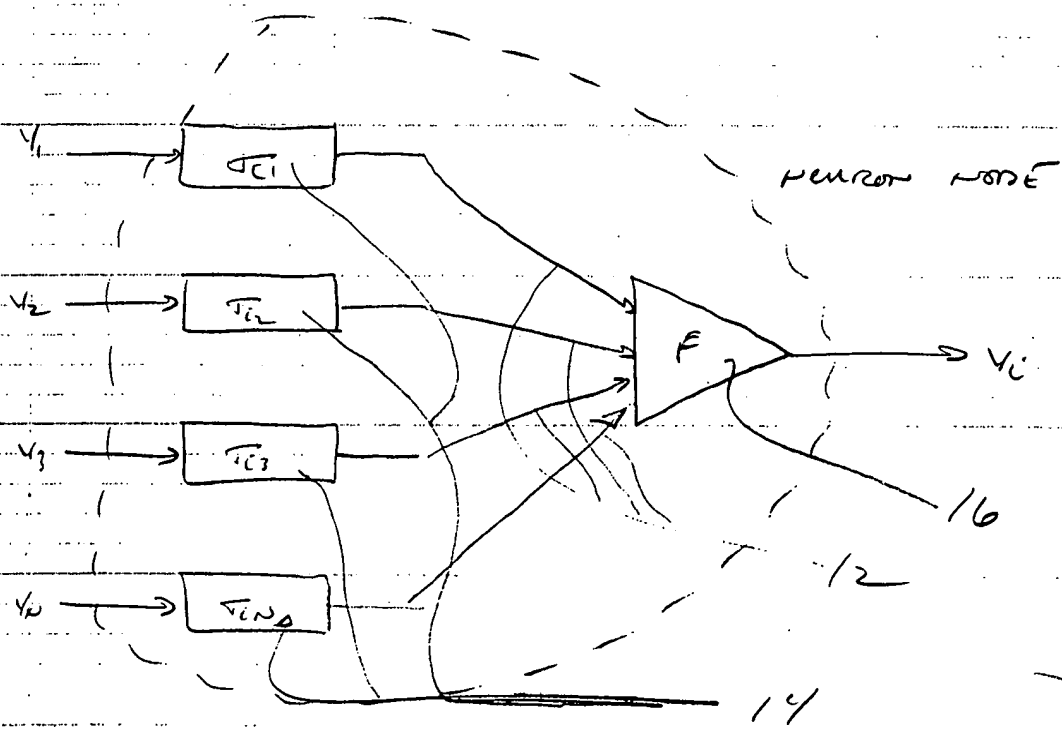
PRIOR ART
FIGURE 2

PATENT SKETCH FORM

Attorney MDB



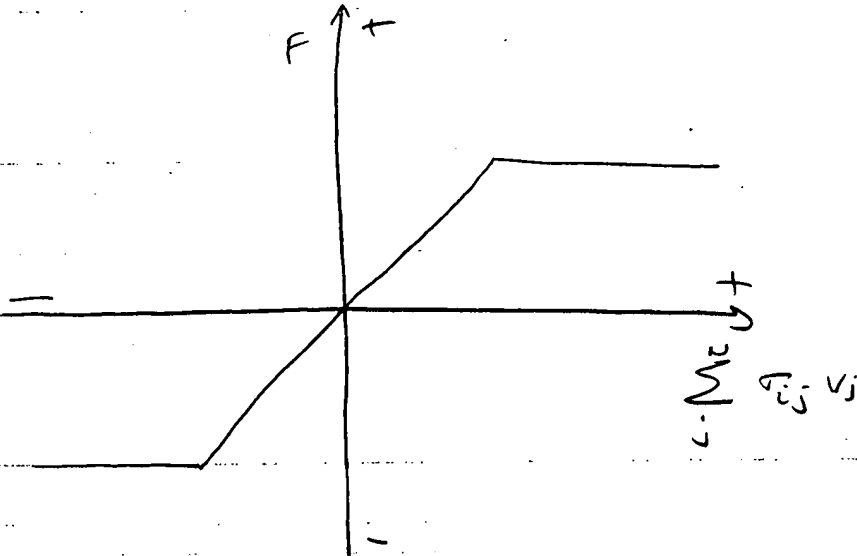
PRIOR ART
FIGURE 3



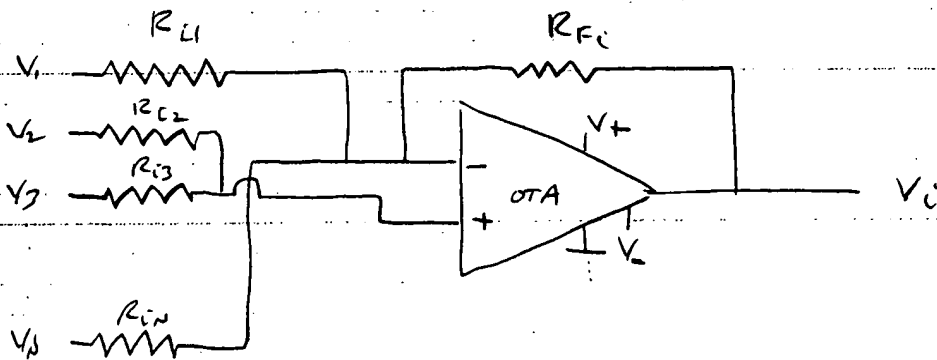
PRIOR ART
FIGURE

PATENT SKETCH FORM

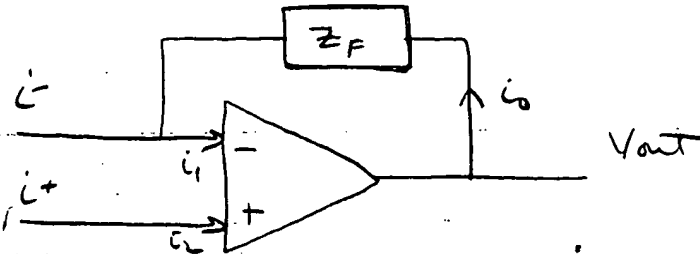
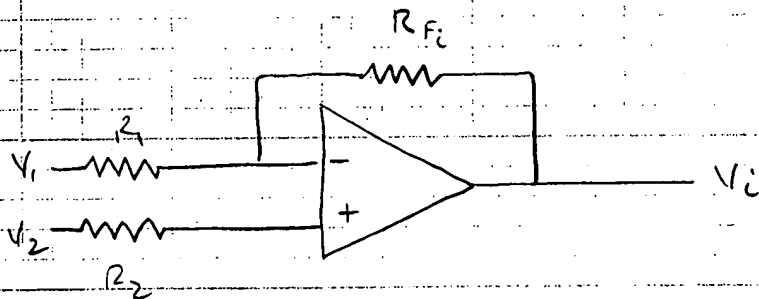
Attorney VLDB



PRIOR ART
FIGURE 5

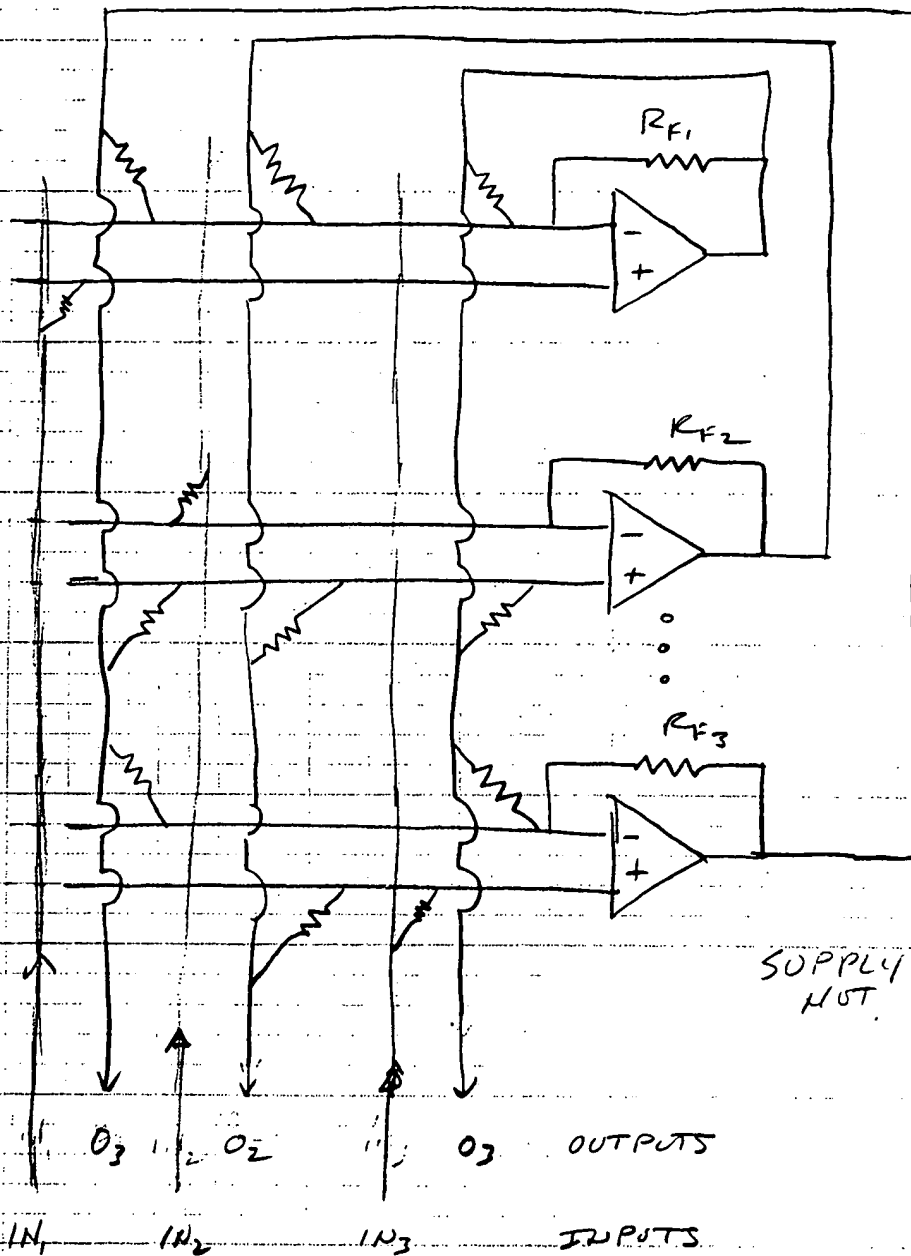


PRIOR ART
FIGURE 6

PATENT SKETCH FORMAttorney RDBPRIOR ART
FIGURE 7PRIOR ART
FIGURE 8

PATENT SKETCH FORM

Attorney NPB



PRIOR ART
FIGURE 9

PATENT SKETCH FORM

Attorney RD3

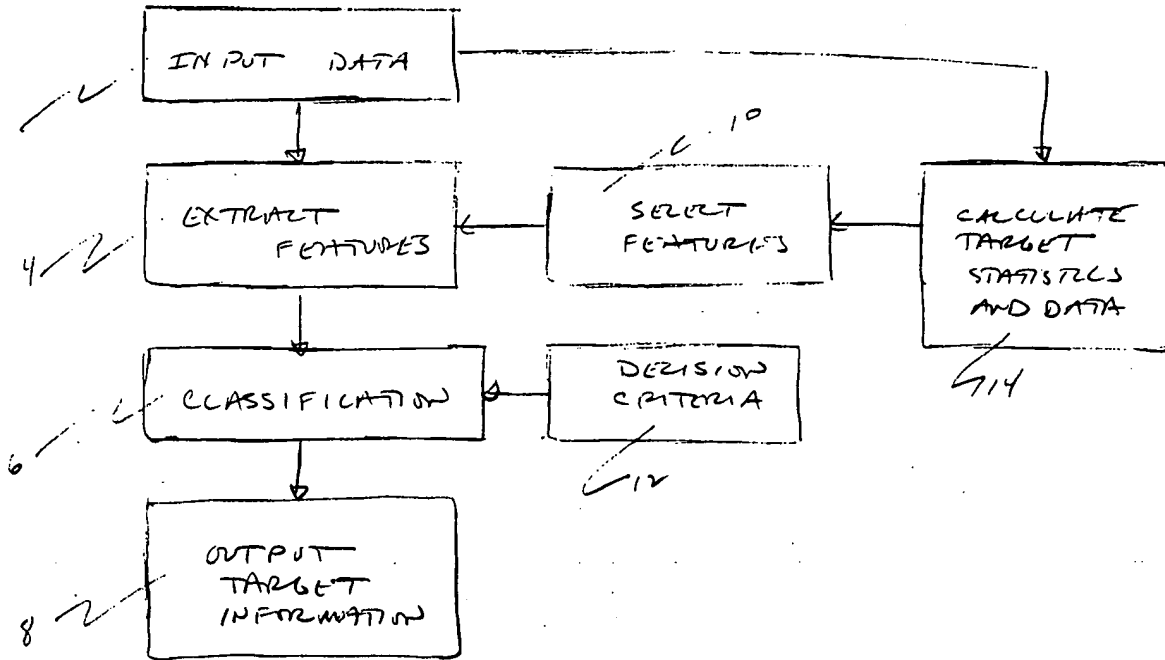


FIGURE 10

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PATENT SKETCH FORM

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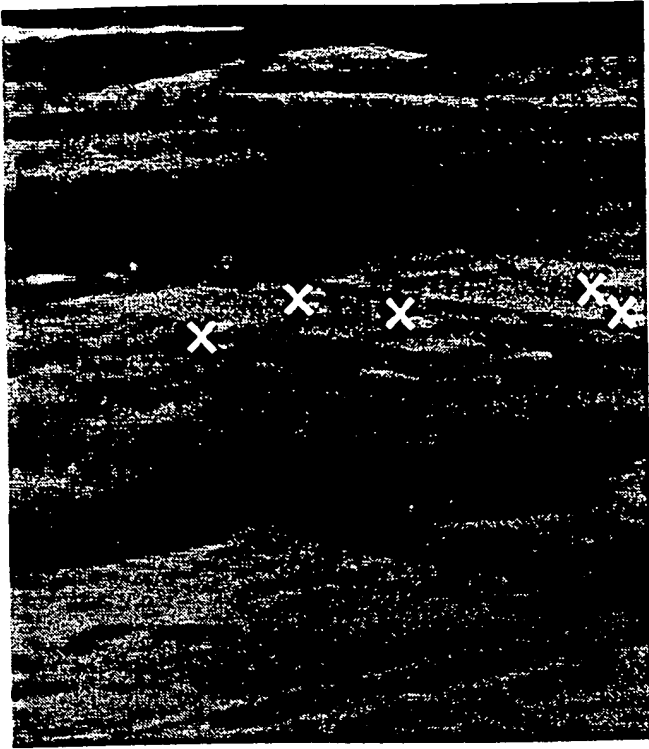
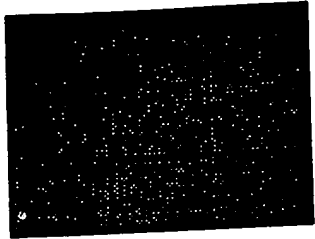


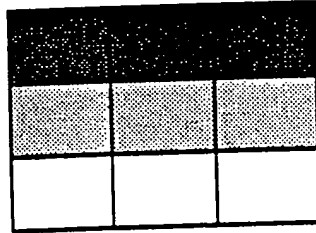
Fig. 11

PATENT SKETCH FORM

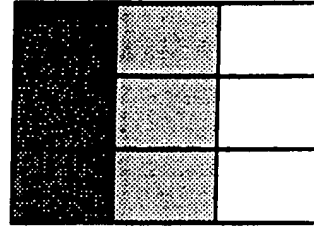
Attorney _____



Filter 1



Filter 2



Filter 3

Fig 122

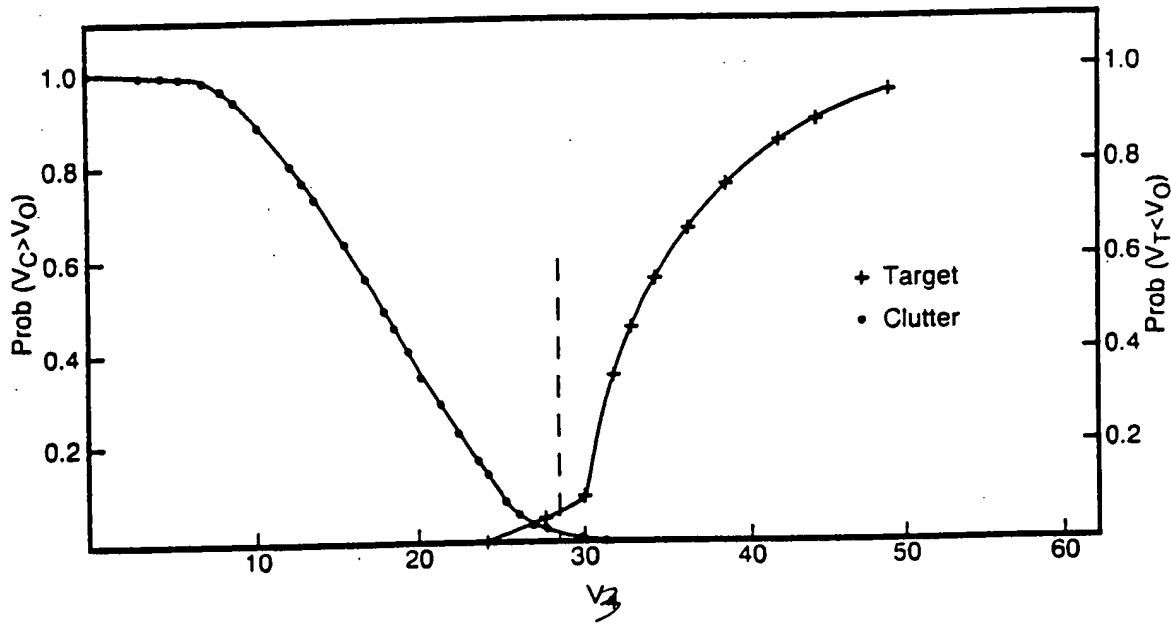
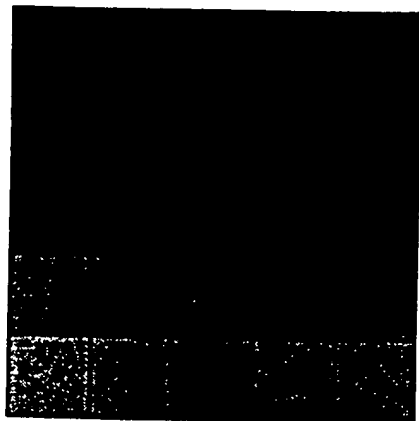


Fig 12b

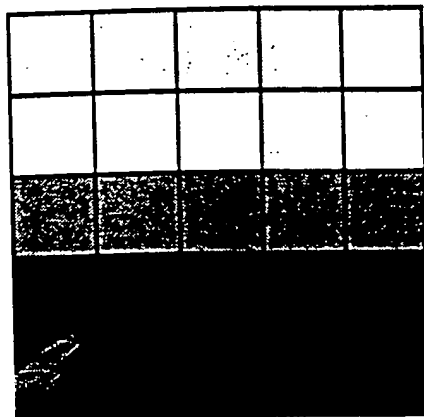
PATENT SKETCH FORM

Attorney _____



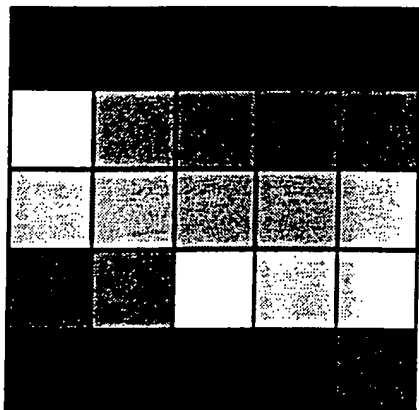
Filter 1 s/n = 1

FIG 13a



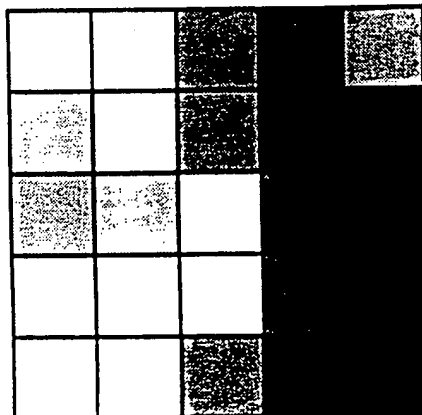
Filter 2 s/n = 7

FIG 13b



Filter 3 s/n = 7

FIG 13c

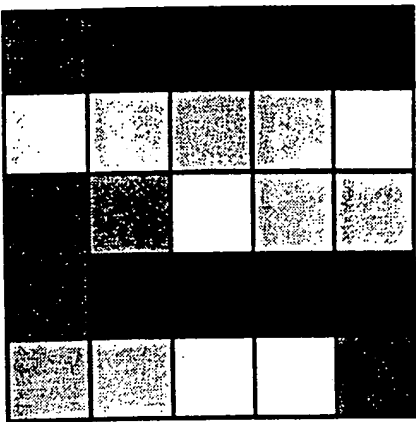


Filter 4 s/n = 5

FIG 13d

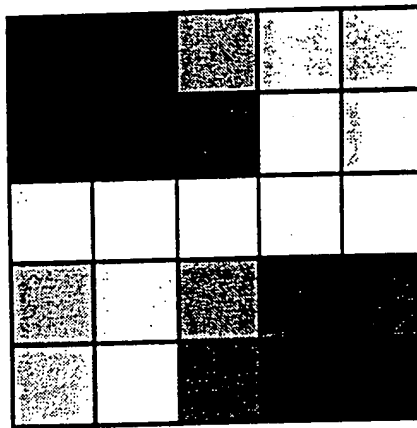
PATENT SKETCH FORM

Attorney _____



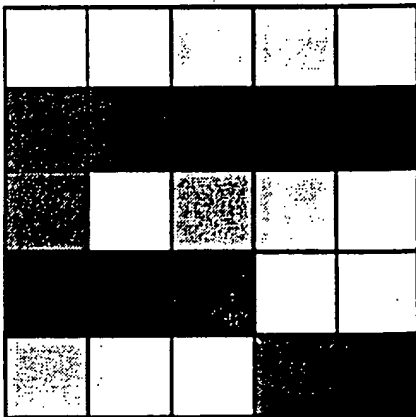
Filter 5 s/n = 23

FIG 13E



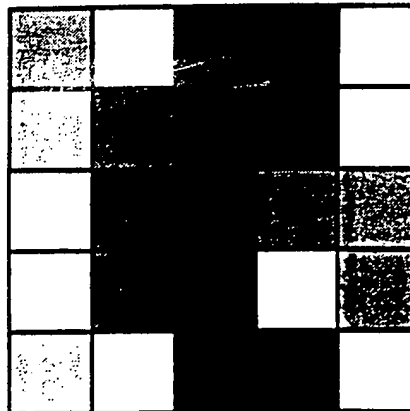
Filter 6 s/n = 8

FIG 13F



Filter 7 s/n = 13

Fig 13G



Filter 8 s/n = 9

FIG 13H

PATENT SKETCH FORM

Attorney 121715 -----

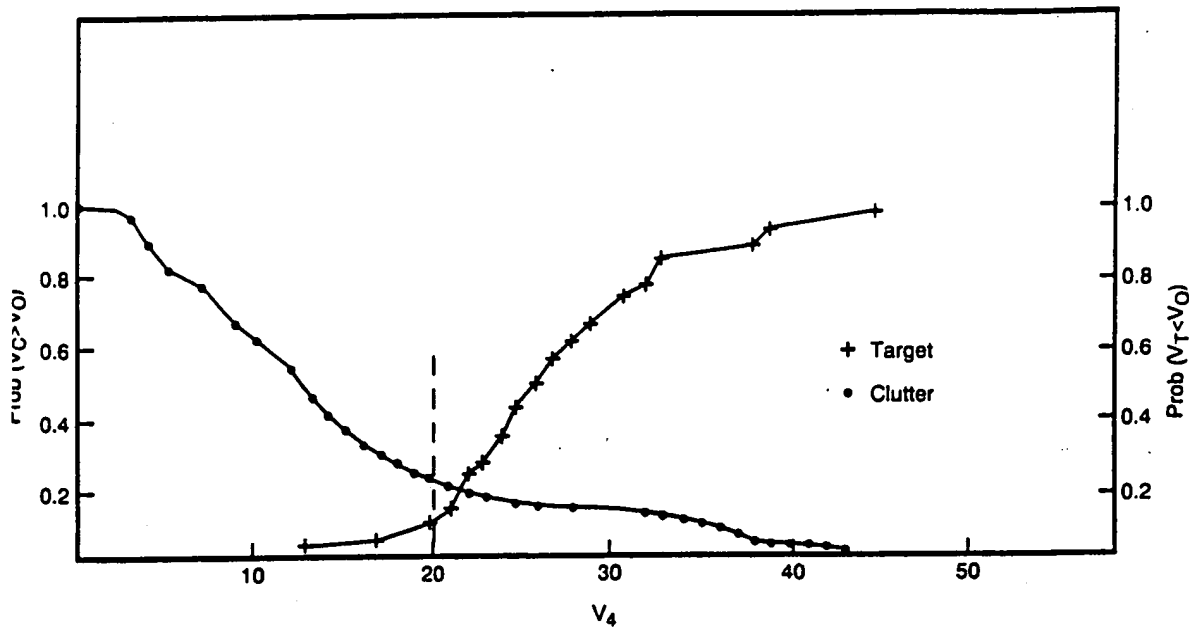


FIG 14

PATENT SKETCH FORM

Attorney 1-2 13

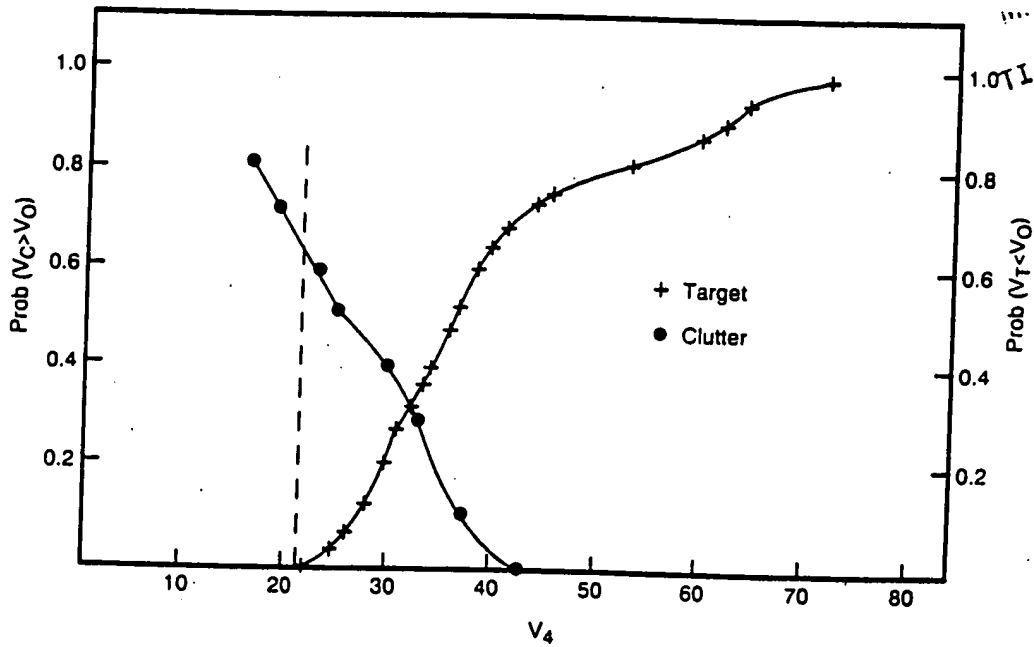


Fig 15b

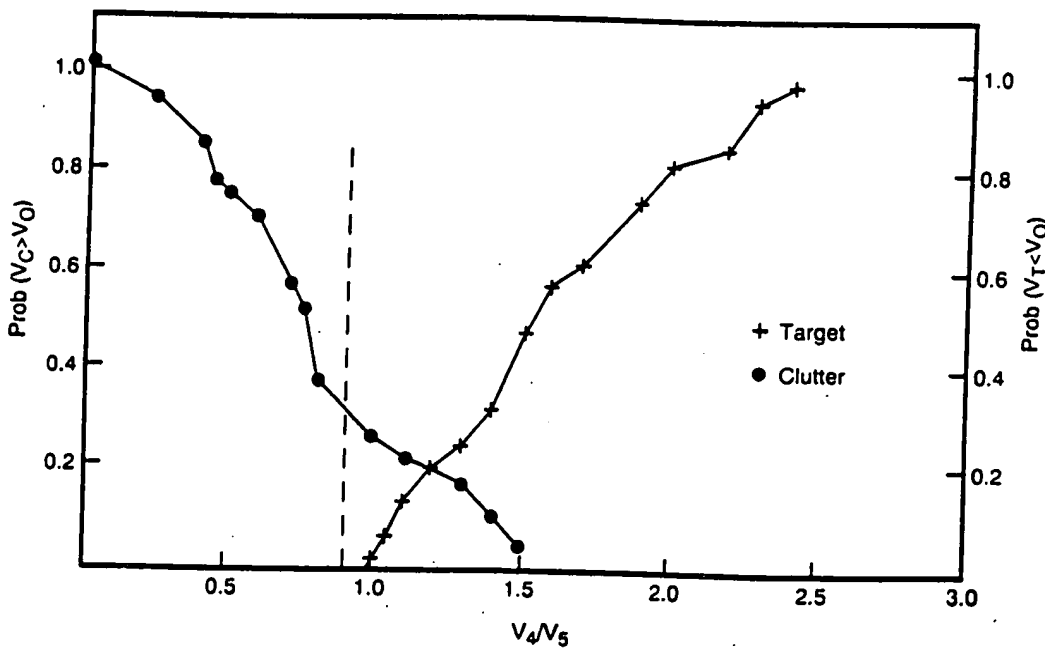


Fig 15a

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```

#define N 128      /* number of neurons in simulated network */
#define C 100      /* number of simulated time steps */
#define POSITIVE_RAIL 15.0 /* Simulated power supply limits */
#define NEGATIVE_RAIL -15.0
#define Rf 0.001 /* Feedback resistance common to */
                /* all neurons */

```

```

main()

```

```

{
    double R[N][N];
    double Vinitial[N];
    double Vnow[N];
    double sum;
    int c,i,j;

```

```

/* Get synapse list and copy initial neuron states into
   relaxation vector */

```

```

load_synapse_matrix(R,N);
copy_first_vector_into_second(Vinitial,Vnow,N);

```

```

for(c=0;c<C;c++) /* for C time steps */
{
    for(i=0;i<N;i) /* for all neurons */
    {
        sum = 0.0;
        for(j=0;j<N;j++) /* get sum of products */
            sum += (Rf/R[i][j])*Vnow[j];

        if(sum > POSITIVE_RAIL) /* simulate ramp-threshold */
            Vnow[i] = POSITIVE_RAIL;
        else
            if(sum < NEGATIVE_RAIL)
                Vnow[i] = NEGATIVE_RAIL;
            else
                Vnow[i] = sum;
    }
}

```

```

print(Vnow); /* output final state of neurons */

```

```

} /* end of simulation program */

```

TABLE 1

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Image Set	Number of Images	Location	Scene Description
1	4	G	a
2	2	G	b
3	1	S	c
4	1	S	d
5	2	N	e

- a. Fields and Trees; Urban Clutter; Open and Partially Occluded Targets
b. Fields; Urban Clutter; Targets in Open
c. Fields; Urban Clutter; Targets in Open
d. Heavy Forests; Partially Occluded Targets
e. Fields and Heavy Forests; Partially Occluded Targets

Image Set	Number of Images	Location	Scene Description
1	21	S	Fields With Clusters of Trees; Urban Clutter; Open and Partially Occluded Targets.
2	3	N	Heavy Vegetation; Rural Clutter; Open targets.

Data Set II

TABLE II